NOTE: To best illustrate situations, some chat log excerpts have been included. Edits to messages have only been made to protect personal information and to remove vulgarity.

**[Skip to recent events](#)**

April 2011

I had come back from Walt Disney World, and like many Disney fans, I had severe "Disney depression." Leaving my 'home away from home,' I asked myself, "why isn't there a place to experience Disney magic at home?" I had previously worked on a project called Disney at Home (DaH), which was basically an interactive website with music and videos from the parks. You'd collect pins and chat with friends while pretending to actually be in the parks. This was my first time using PHP and improved my JavaScript + HTML skills. I looked around on the internet for some sort of virtual world to satisfy my Disney obsession. I stumbled upon VMK, a game I vaguely remembered playing shortly when I was younger. After doing some research on the game, I was shocked that I hadn't played it more while it was open. *See a need, fill a need.*

April 27, 2011 Opened @openVMK Twitter account (later to be renamed to @oVMK_nick, and now @OVMK_Official). My first tweet explained how I'd be creating this game for the web browser, which was really the extent of my coding knowledge. I'd played around with Objective C and taken classes in C# and Java, but HTML5 certainly seemed to be the best direction for me. I also wrongly thought VMK was created in Flash (it's written in Shockwave). Nonetheless, both are dying technologies.

The same day, I tweeted (1 2 3) some pictures of what I'd accomplished thus far. openVMK worked great on my iPad!
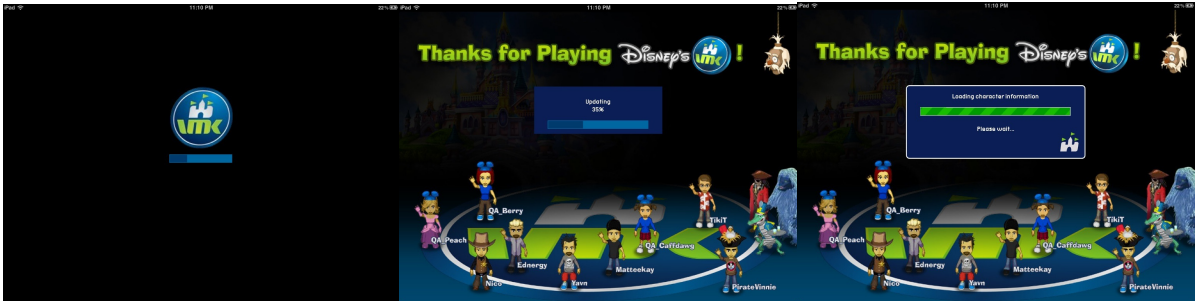
At this point, openVMK was being hosted at vmk.reloadingdata.org, a subdomain of a little "company" I had called Reloading Data Innoventions (Reloading Data from Cydia, and Innonventions from Disney).

May 1, 2011 Started working on an iPhone application for openVMK. Almost came to fruition in February 2012 when we submitted it to the App Store, but it was denied for having too little content. (Screenshot from February 10, 2012)

May 5, 2011 I registered openvmk.com (tweet) and opened pre-registration for Alpha (aka Pre-Alpha) [tweet] .

```
Whois Server Version 2.0

Domain names in the .com and .net domains can now be registered
with many different competing registrars. Go to http://www.internic.net
for detailed information.

   Domain Name: OPENVMK.COM
   Registrar: FASTDOMAIN, INC.
   Whois Server: whois.fastdomain.com
   Referral URL: http://www.fastdomain.com
   Name Server: RUTH.NS.CLOUDFLARE.COM
   Name Server: SETH.NS.CLOUDFLARE.COM
   Status: ok
   Updated Date: 07-sep-2013
   Creation Date: 05-may-2011
   Expiration Date: 05-may-2014

>>> Last update of whois database: Wed, 18 Sep 2013 23:41:37 UTC <<<
```


OpenVMK
@OVMK_Official

#goodnight! Excited for the future of #openVMK... Hope I don't make Disney angry...

◀ Reply 🗑 Delete ⭐ Favorite ••• More

10:31 PM - 5 May 11

May 6/8, 2011 Alerted some online friends of discontinuing a social network experiment (The Network) to concentrate on openVMK.

Only record of the state of the website at this point is in a YouTube video posted on May 8th. Isn't the logo lovely?
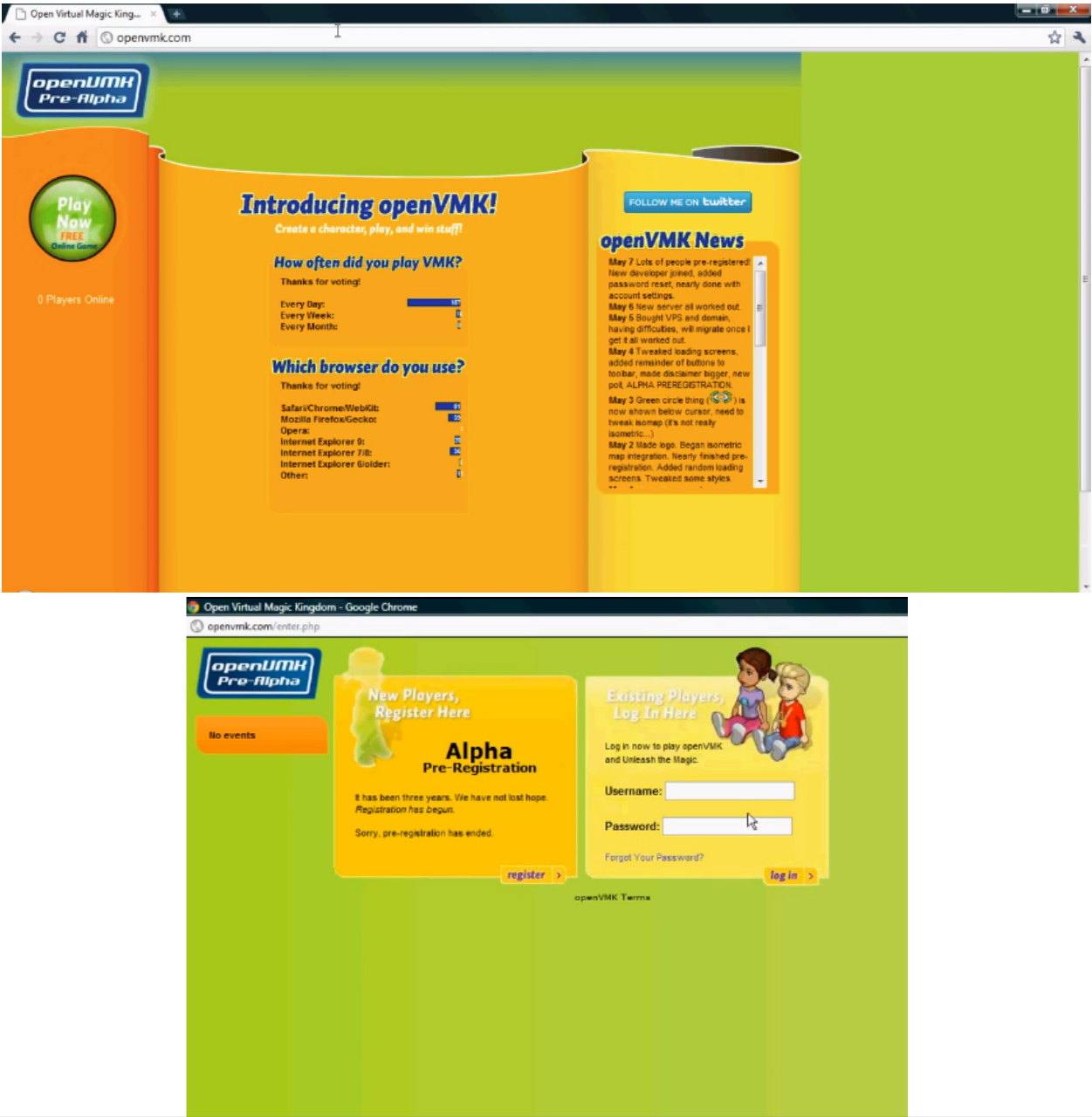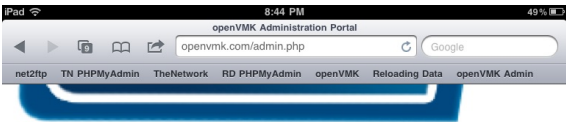

The Rest of May

This month was crazy.. I hired random people to be "staff" without interviewing them, I was a bit rude (tweet), and I fell prey to a few scams (tweet).

The first rendition of the openVMK Admin Portal (aka Housekeeping) [tweet]:

Welcome To The open

Links

[Database phpMyAdmin](#)

System Status

openVMK is currently open only to system adm

414 Registered Users

Rooms

Room ID	Name	Users

In this month, people key to the continuation of oVMK came into the picture. A person named Michael created the original oVMKForums with a friend. This excited me, and I wanted to make sure they'd be a success. Michael stuck with openVMK a lot during this year, contributing tons of his time and resources to the "old client."

```
Whois Server Version 2.0

Domain names in the .com and .net domains can now be registered
with many different competing registrars. Go to http://www.internic.net
for detailed information.

   Domain Name: OVMKFORUMS.COM
   Registrar: GODADDY.COM, LLC
   Whois Server: whois.godaddy.com
   Referral URL: http://registrar.godaddy.com
   Name Server: NS51.DOMAINCONTROL.COM
   Name Server: NS52.DOMAINCONTROL.COM
   Status: clientDeleteProhibited
   Status: clientRenewProhibited
   Status: clientTransferProhibited
   Status: clientUpdateProhibited
   Updated Date: 31-aug-2013
   Creation Date: 08-may-2011
   Expiration Date: 08-may-2014

>>> Last update of whois database: Thu, 19 Sep 2013 00:48:04 UTC <<<
```
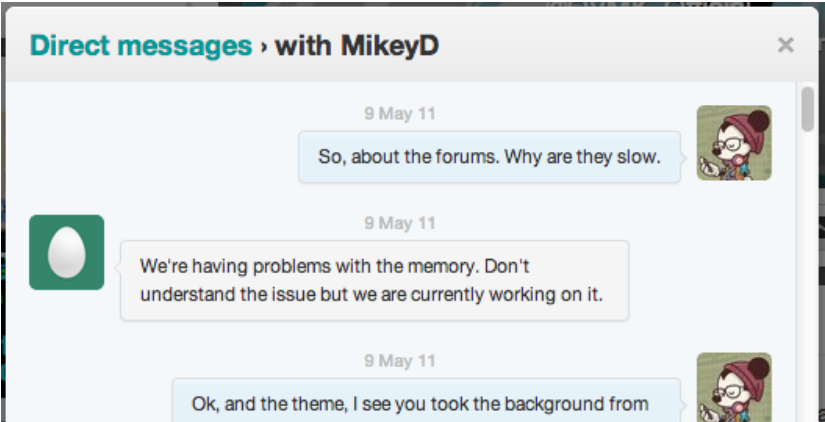
Screenshot from May 11, 2011:
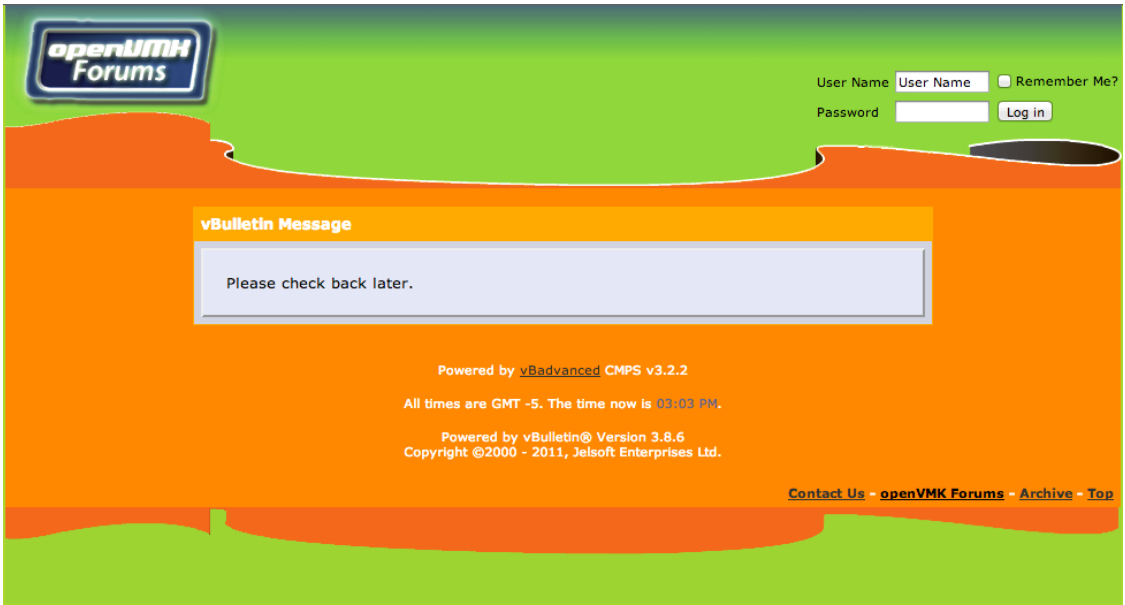
First Direct Messages with Michael:

Screenshot from May 14, 2011:

Home | Register | Forums | Members | Rules | UserCP | Search

» Stats

Members: 204
Threads: 62
Posts: 535
Top Poster: MrBrandon (66)

Welcome to our newest member,
U.Are.My.Sunshine

» Search Forums

[   ] [Go]
» Advanced Search

» Online Users: 9

6 members and 3 guests

AnimeFreak_14, Computer_boy, DuckSwimmer, enchantedgrace, SportyLeon, XtraTerrestrial

Most users ever online was 57, Yesterday at 03:42 PM.

» Current Poll

Which quote do you agree with?

"There's no half-singing in the shower, you're either a rock star or an opera diva." - 20.83%

"I am so clever that sometimes I don't understand a single word of what I am saying." - 29.17%

"You never see it coming you just get to see it go" - 37.50%

"We don't know yet about life, how can we know about death" - 37.50%

"Pain is inevitable, Suffering is optional." - 16.67%

"The future is not something we enter. The future is something we create." - 50.00%

"Nobody's perfect." - 29.17%

"You never really know what you've got till it's gone." - 45.83%

"Success doesn't come to you ... you go to it" - 45.83%

Total Votes: 24
You may not vote on this poll.

» View Poll Results
» Comment On This Poll
» This Poll Has 11 Replies

» Latest Articles

🌐 **FAQs About openVMK**

May 13, 2011 - 3:14 PM - by Nick

Here is a list of some oft-asked questions, and their respective answers. Excuse my choppy-ness, I like writing fiction better 😊

Q: How can you make a game in only HTML and JavaScript?

A: First of all, openVMK isn't *only* HTML and JavaScript. It's also PHP ;D Making a game this way is definitely possible, as you can see from some of these games.

Q: Will openVMK be just like VMK was?

A: openVMK is a recreation of VMK. We strive to make it look and feel as identical as we can, but we will also add new content on a regular basis.

Q: Won't Disney sue you?

A: I sure hope not! I think if Disney cared about VMK, they wouldn't have closed it.

Q: Can I be a host/staff member/team member/etc. ?

A: Shoot us an email (support@openvmk.com) with your experience, name, and desired position, and I'll get back to you. Here's a randomly organized list that describes each:

Staff members Relatively easy to become. Similar to community leaders.

- Can silence users
- Can send messages to users
- Expected to answer questions, sort out problems
- Get to wear uniform
- Have the ability to host events

Team members Quite tough, must fit certain standards.

- Can Teleport/Silence/Kick/Ban users
- Control room access
- Generate items
- Everything else

Q: Can I be in Alpha?

A: If you haven't pre-registered, you can't. Sorry.

15 Replies | 169 Views

📋 **To: oVMK Staff Members**

May 13, 2011 - 1:10 PM - by Josh

To oVMK Staff Members

If you are a staff member on oVMK, please PM Xevon, with your oVMK Username AND Twitter account name to verify.

Thank you,
oVMKForums Staff.

4 Replies | 53 Views

📋 **Downtime & Post Lost**

May 13, 2011 - 12:58 PM - by Josh

Downtime & Posts Lost

Today our host upgraded our site to the newest version of CentOS5. During this process we had about an hour downtime, but we also lost about 250 posts, and around 30 members.

If your account no longer exists, please register again.. Not much we can do, as I forgot to backup the database today.

Sorry for any inconvenience, this has caused you.
oVMKForums Staff Team

6 Replies | 157 Views

Page 1 of 2 **1** 2 >

» Latest Threads

Title, Username, & Date	Rating	Last Post	Replies	Views
When do you get out of... MrBrandon Yesterday 01:05 PM		Today 08:30 AM by enchantedgrace	16	46
Chat AnimeFreak_14 Today 08:08 AM		Today 08:24 AM by DuckSwimmer	2	3
openVMK Tentative... Nick 05-12-2011 09:06 PM		Today 07:08 AM by SportyLeon	17	177
Your Favorite... Disarray Yesterday 06:06 PM		Today 07:04 AM by enchantedgrace	28	110
FAQs About openVMK Nick Yesterday 03:14 PM		Today 07:01 AM by enchantedgrace	15	169
I. Love. Texts. DuckSwimmer Today 06:10 AM		Today 06:51 AM by DuckSwimmer	3	16
Wassup! xigbarwarrior Yesterday 11:39 PM		Today 06:41 AM by DuckSwimmer	3	10
Hiya!:) SnowWhitesMaid Today 06:33 AM		Today 06:35 AM by DuckSwimmer	1	2
New Car! Justyman87 Yesterday 06:32 PM		Today 06:11 AM by DuckSwimmer	15	69
Favorite quote? Glowz Yesterday 05:21 PM		Today 06:07 AM by DuckSwimmer	11	70

May 11, 2011 Released first video simply showing loading the game and the map. Original video has been lost, but this video contains it up to 0:32.

Even today, I'm still using my 2006 iMac ([tweet](#)).
Someone hacked VFK Forums and made it redirect to the oVMK website… ([tweet](#))
Hired Justice, who has stood by my side throughout this whole project ([tweet](#)).
So confident ([tweet](#)).
Figured out it may be wise to actually know who the people I hire are ([tweet](#)).
The forums professionalism begins (*sarcasm*) [[tweet](#)]. At this point, oVMKForums were still not officially supported by me - simply fan-run.
Sleep deprivation due to openVMK ([tweet](#)). This project was so much fun, I had a hard time going to sleep.
The fan forums were getting out of hand… ([tweet](#)) They changed their name to "OhVMK."
Rocked a bit by a fake cease and desist email ([link](#))

June 2011

The community has always had its ups and downs ([tweet](#))
Started developing Castle Fireworks: Remixed! ([tweet](#)) You could actually play the first stage, it was fun!
Worked sooooo much this month - started spending less time on Twitter and more time developing.

Screenshot from [June 29, 2011](#) (primitive Messenger, Esmeralda going berserk):

Redesigned the website to look like VMK's beta website (redesign was in June, this screenshot is from July):
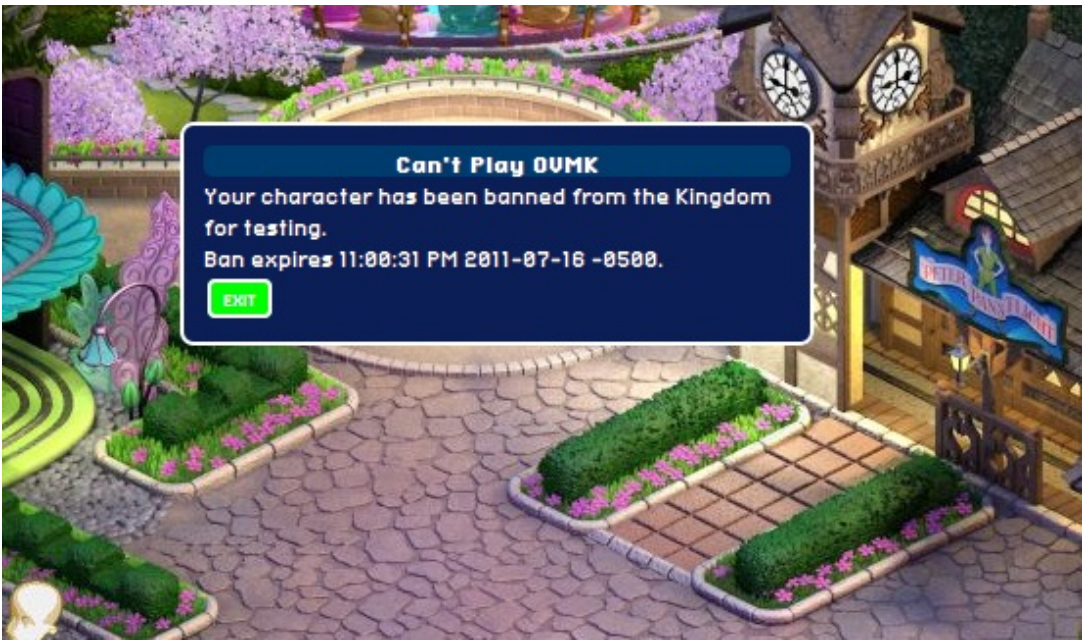
July 2011

Support for oVMK was growing.

Michael was removed from the project ([tweet](#))

Screenshot from July 14, 2011:

Screenshot from July 17, 2011:

Someone changed a few of the rules of the oVMK Values to "Keep your oven secret" ([tweet](#)) and "Do not engage in interesting activities, nor encourage others to." ([tweet](#)) I'll always look at ovens differently now.

A rival VMK remake (MagicThemePark) and the oVMK Forums chaos rocked oVMK once again ([tweet](#))

<u>July 23, 2011</u> openVMK opened for the first time (:D) to those who had registered for Pre-Alpha and were on "Alpha List 1" ([tweet](#))

August 2011

Kept going through "Alpha Days" ([tweet](#))

Some videos from Pre-Alpha testing: [1](#) [2](#)

Capitalized the O in OpenVMK. (Formerly "openVMK")

End of August - December 2011

Development paused ([tweet](#)).

During the hiatus, I was on a project called MetaVerse. There I was introduced to concepts such as Canvas and WebSockets, which I was excited to bring to OpenVMK. I put up the old website and announced that OVMK was back!

January & February 2012

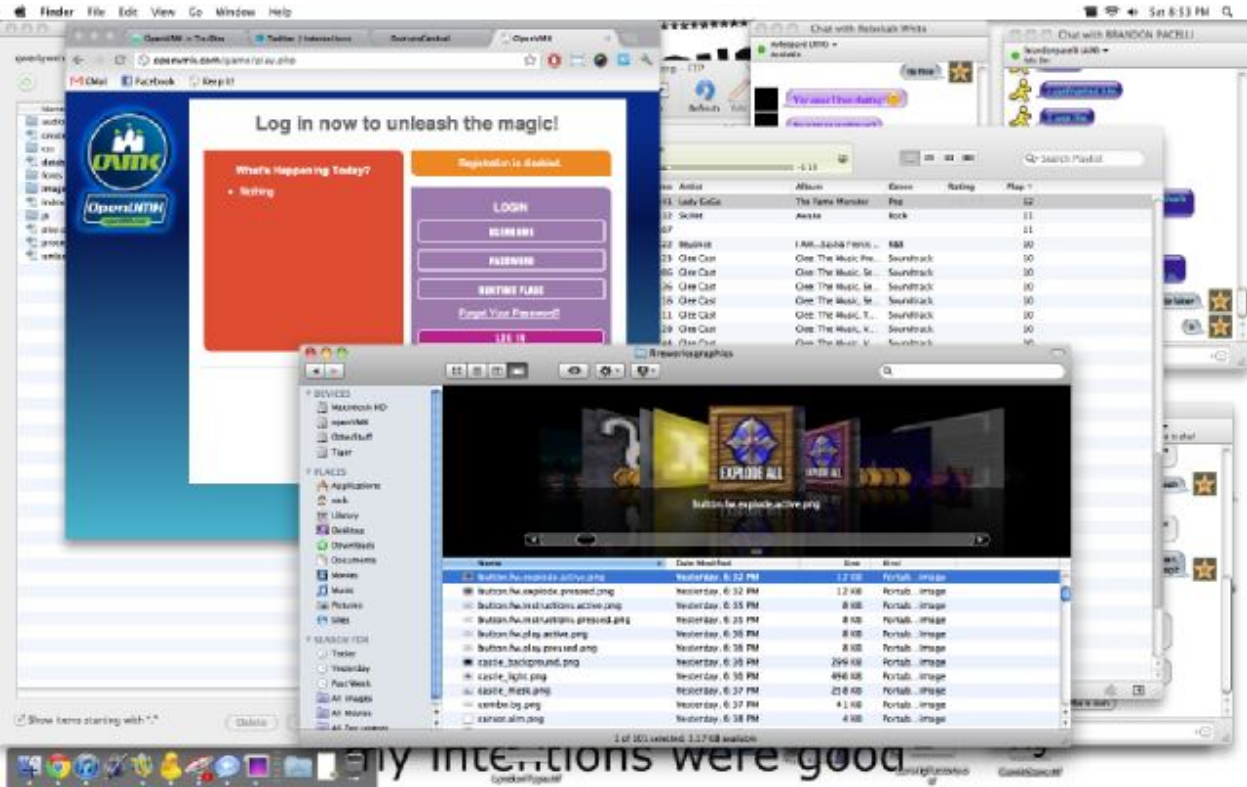The VMKMagic forums closed, and DisneyMMO opened. Spent January rewriting the game for WebSockets and Canvas, certainly a change for the better. Hundreds of bugs were fixed, and my skills had greatly improved.

Screenshot from February 26, 2012:

March 2012

Screenshot from March 4, 2012 (first photo of my rewritten client):

Added a bunch of new features such as friend requests, exit tiles, custom music framework, and rehauled chat ([video](#)).

Went to Disney World.

Did nothing but talk about Disney during April 2012

May 2012

Renewed openvmk.com ([tweet](#))
Added pathfinding! ([tweet](#))

June 2012

Tried learning Panda3D…. yeah, no. ([tweet](#))
Added the camera to the game ([tweet](#))
Added Main Street Music Mixer ([tweet](#))
Clothing ideas - Courtesy of Ashley-Pink ([tweet](#))

End of July - December 2012

Didn't work on OpenVMK very much, many people lost hope in the project.

Website during the hiatus:

You've reached OpenVMK.com.
If you've been following me for a while, you've noticed that I'm taking a while.

Yup.

Server status:

I debated on turning OVMK into something like I did with Disney at Home (see top).

This was to be "OpenVMK 2.0":

Welcome to OpenVMK
Server Offline

January 2013

Scrapped the 2.0 idea and went back to working.
Messenger worked perfectly (video).
Rehauled login screen, finished pins and help guide (video).

Worked on my client a lot… I'm going to skip to the parts that you all probably want to know more about.

End of April & May 2013

The original OpenVMK fan forums closed after I hadn't had much time to work on the game. Kevin contacted me about potentially hosting OpenVMK, and we began working together. (tweet)

OpenVMK @OVMK_Official — 23 Apr
Sad to see OVMKForums go, but I understand. Sorry my updates are so far and few between lately – show week for Our Town!
Details

Kevin H @KevinHammett — 23 Apr
@OVMK_nick you should check your email often.
Details

OpenVMK @OVMK_Official — 29 Apr
@KevinHammett check your email, sire.
Details

Kevin H
@KevinHammett   [Follow]

@OVMK_nick gotcha. Cannot wait to work with ya.

← Reply   ⟲ Retweet   ★ Favorite   ••• More

9:23 AM - 30 Apr 13

Reply to @KevinHammett @ovmk_nick

June 2013

June 1 Kevin introduced me to Amy.

(Chat between Kevin and Nick)
```
[6/5/13 9:17:24 PM] Nick: Hey
[6/5/13 9:17:28 PM] Kevin: Hey!
[6/5/13 9:17:34 PM] Kevin: Mind if i put you on a group? can you do that?
[6/5/13 9:17:42 PM] Kevin: on your mobile?
[6/5/13 9:17:49 PM] Nick: Sure, I'm on my iPhone.
[6/5/13 9:51:08 PM] Nick: Kevin. I love you.
[6/5/13 9:51:09 PM] Kevin: She knows what shes doing.
[6/5/13 9:51:11 PM] Kevin: Majorly.
[6/5/13 9:51:23 PM] Kevin: Haha!
[6/5/13 9:51:26 PM] Kevin: :)
[6/5/13 9:51:56 PM] Kevin: Trying to be helpful as usual. so i had to get you guys in contatc stat.
[6/5/13 9:53:03 PM] Nick: Meet OpenVMK 2.0
[6/5/13 9:53:09 PM] Nick: Actually, OpenVMK 3.0
[6/5/13 9:53:12 PM] Kevin: Woo
[6/5/13 9:53:13 PM] Nick: 2.0 never got off the ground
```

```
[6/5/13 9:53:14 PM] Kevin: Ahh..
[6/5/13 9:53:23 PM] Kevin: So i am sensing things redone?
[6/5/13 9:53:24 PM] Kevin: :)
[6/5/13 9:53:27 PM] Kevin: Might need to redo things I am guessing.
[6/5/13 9:53:28 PM] Kevin: In the actual source? :P
[6/5/13 9:53:36 PM] Kevin: I had a convo with her before.
[6/5/13 9:53:43 PM] Nick: This is going to be so amazing.
[6/5/13 9:53:52 PM] Kevin: Thats wonderful. i am very glad this ended up working out
[6/5/13 9:53:56 PM] Kevin: in the way i hoped too
[6/5/13 9:53:57 PM] Nick: Yes. The actual source.
[6/5/13 9:54:00 PM] Nick: The actual client.
[6/5/13 9:54:01 PM] Kevin: So, sorry. :P
[6/5/13 9:54:12 PM] Kevin: two head better than one i say.
[6/5/13 9:54:53 PM] Kevin: and can be evened out
[6/5/13 9:55:03 PM] Kevin: And since school is being head out, i can see this going LOT quicker
[6/5/13 9:55:13 PM] Kevin: So woo
[6/5/13 9:55:13 PM] Kevin: Seems like more work will be heading your way in some parts, but atleast there is now two
doing it
[6/5/13 9:55:37 PM] Kevin: :) Hahah
[6/5/13 9:55:46 PM] Kevin: Thats what i was hoping for.
[6/5/13 9:55:54 PM] Nick: No, it's going to be so much easier now! All we have to do is pretty much create a custom
server!!!!!!
[6/5/13 9:55:54 PM] Kevin: Cause i am sorry, just using webkit browsers was kinda sucky
[6/5/13 9:56:02 PM] Nick: But, it is going to be in Shockwave. Not HTML5.
[6/5/13 9:56:11 PM] Kevin: Now itll work great everytime
[6/5/13 9:56:18 PM] Kevin: :P
[6/5/13 9:56:35 PM] Kevin: Haha
[6/5/13 9:56:43 PM] Nick: lolll
[6/5/13 9:56:52 PM] Kevin: That was no intent to be rude of course!
[6/5/13 9:56:53 PM] Kevin: That thing will be speeding along.
[6/5/13 9:56:56 PM] Kevin: Just a...opinion.
[6/5/13 9:57:01 PM] Kevin: Not much detail, but make them excited in there britches.
[6/5/13 9:57:02 PM] Kevin: :P
[6/5/13 9:57:12 PM] Kevin: I think it deserves a tweet to the OpenVMK nuts out there about what has transpired.
[6/5/13 9:57:54 PM] Kevin: Sorry, even though i barely do anything but host this server. this is very exciting!
[6/5/13 9:58:18 PM] Kevin: Maybe you should start using this skype more for communication.
[6/5/13 10:00:02 PM] Kevin: Hehe
[6/5/13 10:05:12 PM] Kevin: What access will you be giving?
[6/5/13 10:11:10 PM] Kevin: Nick?
[6/5/13 10:13:30 PM] Nick: no!
[6/5/13 10:13:35 PM] Kevin: No?
[6/5/13 10:13:39 PM] Nick: don't tweet about it!
[6/5/13 10:13:43 PM] Kevin: Oh, i can delete it
[6/5/13 10:13:50 PM] Kevin: Done!
[6/5/13 10:13:58 PM] Kevin: No one rarely follows me anyway.
[6/5/13 10:14:19 PM] Nick: what did you tweet?
[6/5/13 10:14:33 PM] Kevin: Just said " i got you a developer for OpenVMK"
[6/5/13 10:14:40 PM] Kevin: But i deleted it. :) do not want any trouble
[6/5/13 10:14:57 PM] Nick: oh lol I thought you tweeted about taking the VMK client and reusing it
[6/5/13 10:15:09 PM] Kevin: oh no no no
[6/5/13 10:15:11 PM] Kevin: :P
[6/5/13 10:16:52 PM] Kevin: What kind of access you giving Amy?
[6/5/13 10:16:58 PM] Kevin: She just asked me to install subversion
[6/5/13 10:17:16 PM] Nick: go for it
[6/5/13 10:17:26 PM] Kevin: Done.
[6/5/13 10:17:47 PM] Nick: TortoiseSVN?
[6/5/13 10:19:31 PM] Kevin: I am install subversion on the linux server.
[6/5/13 10:21:34 PM] Kevin: So yeah, setting her on up
[6/5/13 10:21:34 PM] Kevin: :)
[6/5/13 10:21:43 PM] Nick: okie
[6/5/13 10:39:25 PM] Kevin: She has SSH now.
[6/5/13 10:39:31 PM] Kevin: just thought i give you a update.
[6/5/13 10:39:41 PM] Nick: oh... well. ohkay.
[6/5/13 10:39:50 PM] Kevin: unless you did not want that?
[6/5/13 10:40:10 PM] Kevin: i can kick the user out and reset it.
[6/5/13 10:40:11 PM] Nick: that's fine, I guess I trust her.
[6/5/13 10:40:13 PM] Kevin: Okay. :)
[6/5/13 10:55:31 PM] Kevin: Get hyped.
[6/5/13 10:55:36 PM] Kevin: Woo.
[6/5/13 10:55:56 PM] Nick: I am so hyped.
```

Using VMK's original client would speed the release cycle up 10000%. Working with someone who could do this made me very excited for the future of OpenVMK. I threw out my version of the game I had been working on for a year to help Amy out.

June 17 Things were already starting to get shaky with Amy. She never responded, and when she did, her tone didn't strike us in a good way. Sure, she was making progress every now and then, but the communication in between was not very assuring.

(Chat between Kevin and Nick)
```
[6/17/13 11:26:33 AM] Nick: Hey Kevin
[6/17/13 11:30:32 AM] Kevin: Hey!
[6/17/13 11:30:47 AM] Nick: I'm home now!
[6/17/13 11:30:56 AM] Kevin: Nice! :)
[6/17/13 11:31:21 AM] Kevin: LOL
[6/17/13 11:31:26 AM] Kevin: Time to work on OpenVMK?
[6/17/13 11:31:36 AM] Nick: yeah.
[6/17/13 11:31:52 AM] Kevin: Hopefully alot of it gets done this week. :)
[6/17/13 11:31:53 AM] Kevin: Now to get Amys attention to see what can be done.
```

```
[6/17/13 11:32:16 AM] Nick: well it's all on Amy. she controls the progress.
[6/17/13 11:32:26 AM] Kevin: Yeah which is a major bummer.
[6/17/13 11:47:44 AM] Kevin: Not sure if Amy is available to even work on it either
[6/17/13 11:50:03 AM] Nick: Yeah.
[6/17/13 11:50:07 AM] Nick: Bleh.
[6/17/13 11:50:24 AM] Kevin: Ive seen to get more of a response out of her in the afternoons.
[6/17/13 11:50:27 AM] Kevin: Than morninngs.
[6/17/13 11:50:50 AM] Nick: Well she lives in England.
[6/17/13 11:51:29 AM] Kevin: Well, i do have england friends that are on and fine at this time.
[6/17/13 11:51:38 AM] Kevin: Meh.
[6/17/13 11:52:31 AM] Kevin: 4:51 PM
[6/17/13 11:52:51 AM] Nick: That's the time right now there?
[6/17/13 11:53:03 AM] Kevin: Yes.
[6/17/13 11:53:05 AM] Kevin: Afternoon.
[6/17/13 11:53:14 AM] Nick: Oh.
[6/17/13 12:08:35 PM] Kevin: Yeah
[6/17/13 12:08:36 PM] Kevin: Sadly
[6/17/13 12:08:46 PM] Kevin: I want it working and people using it as much as you do.
                                    ~ ~ ~
[6/17/13 12:10:49 PM] Kevin: Funny. she is offline now.
[6/17/13 12:11:00 PM] Kevin: sometimes i just think she ignores me.
[6/17/13 12:17:48 PM] Nick: .. yeah.
[6/17/13 12:18:16 PM] Kevin: Last i heard, she mostly has made some progress to avatars.
[6/17/13 12:18:30 PM] Kevin: I think she has navigator stuff working.
[6/17/13 12:18:43 PM] Nick: yeah she's had the nav working since day 1
[6/17/13 12:18:55 PM] Kevin: Yeah.
[6/17/13 12:25:12 PM] Nick: this is what i dont like. sitting here
[6/17/13 12:25:13 PM] Nick: waiting.
[6/17/13 12:26:00 PM] Kevin: :( Same
[6/17/13 12:26:05 PM] Kevin: I want people playing!
[6/17/13 12:26:06 PM] Kevin: And enjoyingh
[6/17/13 12:26:08 PM] Kevin: :P
[6/17/13 3:04:18 PM] Nick: meh. still no amy.
[6/17/13 3:04:25 PM] Kevin: Yeah :(
[6/17/13 3:04:40 PM] Kevin: I am certain there should be a backup plan.
[6/17/13 3:04:57 PM] Kevin: Cause i hate to be a bearer of bad news or anything, But i am not sure how this is working
out right now.
[6/17/13 3:04:59 PM] Kevin: I wish it would, really.
[6/17/13 3:05:08 PM] Nick: exactly.
                                    ~ ~ ~
[6/17/13 3:20:57 PM] Kevin: Hmm.
[6/17/13 3:21:05 PM] Kevin: I guess what i would do, well ...
[6/17/13 3:21:29 PM] Kevin: I actually do not know. was aobut to recommend working on your old system. and whichever
gets done well quicker.
[6/17/13 3:21:40 PM] Kevin shrugs.
[6/17/13 3:27:55 PM] Kevin: just hope she logs in later on.
[6/17/13 3:28:05 PM] Nick: Me too.
[6/17/13 4:14:09 PM] Nick: amy oh amy where are you
[6/17/13 4:14:17 PM] Kevin: Yeah!
```

Throughout the next few weeks, development sped along. There weren't many major issues and we announced the release for summer. Nick opened a discussion forums, which exploded with use. Megan (Always.Megan) was the first moderator, and Grace (Critiqued) became the second and brought along a vBulletin license. Nick allowed a dozen or so testers into his HTML5 version of OpenVMK, which Kevin was hosting.

June 22-23 Things boiled over with Kevin. Abusing his power as the game host, he would always be peeking into the server console, and once he gave himself admin powers without asking through the database server (though he did end up reconciling this with me). We had never agreed that he would be an in-game staff member, but he assumed that responsibility anyways. I had overlooked this until he was let into the game by Amy. It may be selfish, but after my years of work I thought I deserved the right to be the first (after Amy) person to be back in the Kingdom. Despite Amy's agreement that we'd both have equal control, she decided to let Kevin into the game without even telling me that it was ready for testing (tweet).

I'm not going to lie and say that I handled this situation correctly (I backed up all of my data and wiped the machine without any notice), but the way Kevin reacted was even worse. In our conversation following the incident, he agreed not to express his anger in the community, specifically the forums. He posted several rude sarcastic threads on the forums, with many users still looking up to him as a source for information. He also had conversations with players on Twitter and Skype degrading OpenVMK's name, despite our agreement.

Still in communication with Amy, Kevin bragged about how since he found Amy for me, he'd just take her away from me.

In August, people started disliking Grace already. An outspoken bunch of OVMKers complained about the rules being too strict. In response to this, Amy created her own *underground* forums.

(Chat between vndrxs and Grace)
[9/12/13 9:33:05 PM] Grace: you never treated me like a friend?
[9/12/13 9:33:10 PM] Grace: you all went behind my back
[9/12/13 9:33:14 PM] Grace: and made that underground forum
[9/12/13 9:33:29 PM] vndrxs: LOL we made it.. right
[9/12/13 9:33:34 PM] vndrxs: AMY made it
[9/12/13 9:33:35 PM] Grace: amy made it. you guys asked for it.
[9/12/13 9:33:39 PM] vndrxs: not even
[9/12/13 9:33:40 PM] Grace: i'm not stupid.. she told me.
[9/12/13 9:33:40 PM] vndrxs: she suggested it
[9/12/13 9:33:49 PM] Grace: lol, well she said you guys asked for it.
[9/12/13 9:34:07 PM] vndrxs: yeah bcuz she'd tell you all the *[redacted]* she's said about you right

(Chat between Grace and Nick)
[9/12/13 9:40:47 PM] Grace: andres *[vndrxs]* is saying
[9/12/13 9:40:51 PM] Grace: she talked about me all the time

(Chat between Grace and Matthew)
[9/12/13 9:41:46 PM] Matt: what if i were to say that a certain someone showed me mod forums and the admin [control panel]... what would that mean to you..?
~ ~ ~
[9/12/13 9:43:21 PM] Matt: amy.. but it wasn't just me alone. I just happen to have over 2 hours of footage of the whole situation laying around...

Post-Opening

Tensions between Amy and Grace were high. Neither trusted the other. Amy would check the forum logs to see what exactly Grace was doing, Grace would try to dig up dirt on Amy. Amy would complain about Grace, Grace would complain about Amy. As I mentioned earlier, learning to work with Amy is a process. She has a unique personality that can come off as rude and narcissistic.

(Chat between Grace and Nick)
[9/12/13 10:02:36 PM] Grace: amy put a
[9/12/13 10:02:45 PM] Grace: .exe that showed up for aaron
[9/12/13 10:02:58 PM] Grace: http://me.gravitynets.com/snappr/2013091203563758.png *[mirror]*
[9/12/13 10:03:02 PM] Grace: just listen to what jared says

Grace organized a group of people whom she proposed could take over development of the game. I was *extremely* uneasy about one of those people (Jared, known as Oatman), but Grace assured me that he was a good person. As seen in the chat log above, there were suspicions of a malicious file disguised as a Shockwave Xtra executable. I don't know if they were lying to me, but I legitimately believed it was a virus.

(Chat between Kevin and Megan)
[9/14/13 3:32:00 PM] Kevin: Correct, but i actually am trying to taint the reputation on her other projects. It may be rude, but she deserves no work after the crap she pulled… Hearing that she infected people (or tried to) with viruses, lieing about who she was and her *[confidential]*. No, thats uncalled for. I dont go side with people like that.

On September 13, plans were made to excommunicate Amy. Mostly per the pressure of Jared and some of the others, Aaron got into Amy's servers and grabbed the game. At this point, Amy was still unaware of the plans albeit a bit paranoid from the server reset that Aaron had to do. I spoke with Amy and told her that I appreciated her without giving away the plan. I felt really dirty, this was a terrible thing to do.

After Amy went to bed, I started writing an announcement newsletter (I wrote the first two paragraphs and Grace wrote the rest), which I posted on the forums and the website as Aaron removed all of Amy's access.

(OVMK Administrators chat group)
```
[9/14/13 11:45:14 PM] Jared Jones: There is a rumor going around based on a conversation we had a few days ago that Amy
put a virus in the framework.dcr. After running several tests, the file is indeed an Adobe product and is not a virus.
                                        ~ ~ ~
[9/14/13 11:45:45 PM] Jared Jones: The file is loading via TMP per the Shockwave Player, and is not part of Amy's stuff.
```

The next day, we found out it was not a virus (see chat log above). Grace was prompted to make an announcement explaining our findings. We did not make plans to bring back Amy–our new team would be much more enjoyable to work with… or so Grace said. Jared lived up to his reputation of being incredibly self-centered, pushy, and passive-aggressive. At this point, I could see OpenVMK slipping away. Ever since Amy joined I no longer had absolute power, but this situation took everything out of my hands. Grace held a disaster live stream (don't get me wrong, I loved working with Grace… she just did a lot of rash things which I now realize), and now there was nothing I could do to stop it from spiraling out of control.

After pretty much disbanding Grace's team, Aaron and I had a discussion with Amy. We apologized, and tried to make amends. The conversation (mostly consisting of arguing about Grace) ended on a positive note, but we remained separate.

(Chat between Aaron, Amy, and Nick)
```
[9/16/13 1:29:04 AM] Nick: I hope you understand that it was never my idea to remove you
[9/16/13 1:29:29 AM] Aaron: Nor mine.
[9/16/13 1:29:53 AM] Amy: I know that but I can't be sure that you or something else in the future might not get that
idea again.
                                        ~ ~ ~
[9/16/13 2:17:52 AM] Amy: Thanks, but I don't think it'd work out.
```

Amy said she was going to keep working on the game and open source it once she was done, an idea which I came to like.

(Chat between Amy and Nick)
```
[9/16/13 12:20:01 AM] Amy: There's a big advantage to it being opensourced.
[9/16/13 12:20:25 AM] Nick: What, everyone can make their own [flaky] servers?
[9/16/13 12:20:48 AM] Amy: No... that way it will never die.
[9/16/13 12:21:21 AM] Amy: years in the future when all of this is over
[9/16/13 12:21:27 AM] Amy: the people who used to play it will still be able to look back at it
[9/16/13 12:21:39 AM] Amy: like people do now for the games they played when they were younger.
[9/16/13 12:21:44 AM] Amy: that's what kills me about games closing
```

I don't really know what to say about what happened next, but ultimately people attacked me. I lost my faith in the community. Being cussed at by the very people who used to praise me removed any desire of continuing the game to please the community–the drama did not make the experience fun for me. I announced the discontinuation of OpenVMK (despite *many* requests to continue–I did not want to compete with Amy) and the end of an amazing journey of learning about development, management, and human nature.

For those of you that truly have grown up and simply not gotten more profane, thank you. You're what kept me going when it got stressful or boring. You're the reason that Amy wanted to join me, and with her contributions you were able to relive VMK for the first time through OpenVMK. Wherever you go from here (whether it be MMK/MyVMK or away from the VMK scene), don't forget what VMK represents. Don't forget the atmosphere and don't let anyone ruin the famed virtual Disney magic for you. Don't let another remake go down like the rest.

Keep the magic alive. **Long Live VMK.**

Nicholas C. Welch

Special Thanks

Michael Douglass	Macario Patrick	Keenan Patterson
Rebekah White	Kyle Linden (Justice)	Justin Etzine
Ashley-Pink	Amanda (LAMB)	DomIAm
Taylor Nelson	Brandon Pacelli	Joe Philhower
Matthew Corrigan	Shane Flynn	millsfan1
Jon (Inferno/Coaster)	Megan	Grace
Aaron	Mason Reiter	Kevin Hammett
Amy Marshall		

First Staff Team

Marley Pring	Matteo Friend	Andrew Acosta
Brittany (SweetCandy)	Jessi Martin	Max (AstroLightning)
Alison (wannabeprincess)	Katherine (AlphaKathy)	Lauren (DuckSwimmer)
Kenneth Falana	Jon (Inferno/Coaster)	Brandon Pacelli
Rebekah White	Taylora Marie	Justin (Glowz)
Rebekah Lauren	Cody (Terminator)	Olivia Patt
Chelsea Sweeny	Carl Mayberry	

Final Game Team

Grace	Megan	Aaron
Kyle (Justice)	Brian	Mark
DeanValentin	Mollie (Aspiration)	

Final Forums Team

Megan Princess_Stitch	Grace Ben (Baka)	Silhouette Shakespeare

Message from Justice:

Back in 2011, a particular VMK remake had caught my eye - it was called openVMK. For several days, I followed every single tweet put out by the creator of this remake, hoping for some proof that this would be a legitimate recreation of the online game that I longed to experience once again.

After seeing some convincing screenshots, I had a strong urge to be apart of this recreation, so I contacted Nick via email - I listed my prior experiences, and what position I felt I would be well equipped to handle. I was accepted onto the openVMK team as the new "Head of Staff" - I dealt with the hiring of a staff team, I replied to contact us inquiries, and I managed the CL program. My first order of business was cleaning up the previously created staff team - most (if not all) of those randomly selected "staff" members were demoted to Community Leaders.

Back then, I had the privilege of testing and aiding in the development of openVMK (the old client). I remember being able to walk around the kingdom, and being able to play Castle Fireworks against some of the other openVMK team members. That summer passed by quickly, and when fall came back around, I got caught up in real life - so I decided to take a break from the VMK community - I decided to step away from the project.

Skip ahead to 2013, I started talking with Nick again. I was amazed at how much progress was made by a new developer - Amy. Shortly before the game was released, I was restored onto the staff team as a "Community Manager" - I helped manage the OVMK Help Tool (if you used the Help Tool, you may received a response back from me), and was also going to be in charge of the Weekly Newsletter. That week being on the OpenVMK new client was amazing - I got to experience the magic of VMK once again in its (almost) entirety.

This whole experience has been a real positive one for me. I've been able to meet and work with some amazing people that I would've never met without OpenVMK. First, I'd like to thank Nick for giving me the opportunity to be a part of this project - it was definitely a rewarding experience that I will never forget. I knew that his obvious drive and dedication towards reviving VMK would work out - and it did. I'd also like to thank Amy for dedicating her time and resources to recreate a game for the VMK community that (I don't think) she had any emotional connection to. Finally, thanks to everyone who I've encountered off the game or in the game. You all made the experience worthwhile.

Justice